

## **Outline of Microeconomics Sequence (2023-2024)**

### **Compulsory Courses (Year 1, compulsory)**

Microeconomics I: Rational Choice, Markets and Prices  
(Laurent Mathevet, laurent.mathevet@eui.eu)

Microeconomics II: Game Theory  
(Özlem Bedre-Defolie, Ozlem.Bedre@esmt.org)

Microeconomics III: Economics of Information, Social Choice Theory and Mechanism Design  
(Andrea Mattozzi, andrea.mattozzi@eui.eu)

### **Advanced Courses (Year 2+, elective)**

Advanced 1: Mechanism and Information Design, Part I [full credit]  
(Laurent Mathevet, laurent.mathevet@eui.eu and Zeinab Aboutalebi, Zeinab.Aboutalebi@eui.eu)

Advanced 2: Advanced Industrial Organization [full credit]  
(Giacomo Calzolari, giacomo.calzolari@eui.eu)

Advanced 3: Information Design in Political Economy [half credit]  
(Parth Parihar, Parth.Parihar@eui.eu)

Advanced 4: Organizational Economics [full credit]  
(Zeinab Aboutalebi, Zeinab.Aboutalebi@eui.eu)

Advanced 5: Mechanism and Information Design, Part II (Workshop) [half credit]  
(Laurent Mathevet, laurent.mathevet@eui.eu and Zeinab Aboutalebi, Zeinab.Aboutalebi@eui.eu)

### **Timing**

	Block I	Block II	Block III	Block IV
Compulsory Courses	1	2	3	
Advanced Courses	1	2-3	4	5

## **Contents of Compulsory Courses**

### **Microeconomics I: Rational Choice, Markets and Prices (Laurent Mathevet)**

This course builds the foundations of microeconomic analysis, starting from preferences and standard consumer choice and ending with competitive markets.

#### Topics covered:

- Preferences and Utility
- Consumer Choice
- Producer Theory
- Aggregation
- Choice under Uncertainty
- Competitive Equilibrium

#### Teaching material:

Mas-Colell, Whinston and Green (1995), *Microeconomic Theory*, Oxford University Press.  
H. Varian (1984), *Microeconomic Analysis*, Norton, 2nd edition  
G.A. Jehle and P.J. Reny (2011), *Advanced Microeconomic Theory*, 3rd edition, Prentice Hall 2011.  
A. Rubinstein (2012), *Lecture Notes in Microeconomic Theory*, Princeton University Press, 2nd edition

### **Microeconomics II: Game Theory (Özlem Bedre-Defolie)**

This course builds the foundations of game theory starting from static games and ending with Bayesian Games.

#### Topics covered:

- Static Games
- Auctions and Political Economy
- Dynamic Games
- Repeated Games
- Uncertainty
- Bayesian Games
- Mechanism Design
- Dynamic Moral Hazard

#### Teaching material:

Osborn and Rubinstein, *A Course in Game Theory*  
Fudenberg and Tirole, *Game Theory*

## **Microeconomics III: Economics of Information, Social Choice Theory and Mechanism Design (Andrea Mattozzi)**

This course will cover models of asymmetric information in markets (signaling, competitive and monopolistic screening), principal-agent models, mechanism design, social choice.

### **Topics covered:**

- Adverse Selection
- Signaling in Insurance and Labor Markets
- Competitive Screening
- Moral Hazard
- Auctions
- Social Choice
- Implementation and Mechanism Design
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### **Teaching material:**

Mas-Colell, Whinston and Green (1995), *Microeconomic Theory*, Oxford University Press.  
G.A. Jehle and P.J. Reny (2011), *Advanced Microeconomic Theory*, 3rd edition, Prentice Hall 2011.  
Salanie B., *The Economics of Contracts*, MIT

## **Contents of Advanced Courses**

See the syllabi.